



MONSTER'S NAME		WIZARD	FLEA	AVIAN	STOOL	GLOOM	BEAK	CREEP	ZARD	MORTE
HP	Hit Points	HP 180	HP 15	HP 3000	HP 25	HP 12	HP 14	HP 25	HP 35	HP 120
AT	Attack Power	AT 40	AT 5	AT 270	AT 20	AT 18	AT 18	AT 8	AT 55	AT 65
EX	Experience	EX 1000	EX 3	EX 1400	EX 40	EX 5	EX 8	EX 8	EX 60	EX 280
G	Gold	G 700	G 4	G 1600	G 20	G 12	G 8	G 8	G 45	G 200
BAIN		GENERAL	GREMLIN	WISP	POG	ZOMBIE	SLIME	S.RIDER	BLURB	LANCER
HP 1800		HP 250	HP 1200	HP 730	HP 280	HP 25	HP 12	HP 45	HP 50	HP 100
AT 100		AT 110	AT 140	AT 90	AT 80	AT 42	AT 2	AT 60	AT 46	AT 58
EX 1020		EX 1200	EX 1400	EX 1200	EX 1400	EX 70	EX 1	EX 120	EX 40	EX 120
G 360		G 300	G 800	G 300	G 800	G 36	G 3	G 90	G 20	G 100
WARHOG		AMEBLOB	BULLA	ROACH	H.FLY	EYESPY	OCTO	SQUID	SANDWORM	CLOUD
HP 50		HP 75	HP 20	HP 180	HP 1000	HP 1600	HP 1800	HP 1000	HP 1600	HP 1400
AT 60		AT 48	AT 8	AT 78	AT 170	AT 100	AT 160	AT 155	AT 180	AT 120
EX 160		EX 60	EX 3	EX 460	EX 5600	EX 2800	EX 6000	EX 6000	EX 1200	EX 4800
G 80		G 45	G 4	G 200	G 6400	G 2800	G 1500	G 4200	G 1200	G 1200
PRICKLE		ARCHER	FLY	SPEARMAN	CREON	KNIGHT	MOTHRO	MOTE	SOLDIER	GRIMFOWL
HP 90		HP 180	HP 45	HP 150	HP 100	HP 450	HP 3500	HP 3500	HP 600	HP 2000
AT 65		AT 92	AT 92	AT 84	AT 80	AT 115	AT 210	AT 210	AT 160	AT 170
EX 40		EX 560	EX 40	EX 500	EX 220	EX 2800	EX 6000	EX 5400	EX 1320	EX 4200
G 20		G 180	G 20	G 340	G 120	G 2000	G 8000	G 6000	G 720	G 4800
MYST		R.SLIME	FISHY	DOGFISH	MIDGET	TRONK	SANDCLOD	TENTACLE	M.SCORP	LANCERX
HP 1100		HP 66	HP 65	HP 140	HP 55	HP 40	HP 100	HP 60	HP 65	HP 300
AT 80		AT 84	AT 60	AT 55	AT 88	AT 26	AT 90	AT 60	AT 54	AT 100
EX 4000		EX 240	EX 360	EX 560	EX 80	EX 140	EX 340	EX 240	EX 640	EX 500
G 3600		G 150	G 300	G 150	G 40	G 72	G 120	G 150	G 240	G 340
RUGAX		FLOWERX	HORNTOAD	CERL	P.BUG	CHIMERA	FUNGUS	CHOPPER	K.ROACH	PHOENIX
HP 1400		HP 2900	HP 4000	HP 3500	HP 8	HP 180	HP 80	HP 100	HP 2800	HP 240
AT 170		AT 250	AT 195	AT 225	AT 5	AT 78	AT 62	AT 130	AT 100	AT 128
EX 3200		EX 3200	EX 6800	EX 8000	EX 5	EX 560	EX 240	EX 480	EX 460	EX 720
G 2400		G 3000	G 7000	G 9000	G 12	G 180	G 120	G 300	G 200	G 360
TOAD		ROGUE	GODA	ZOG	JADE	SARA	WARLOCK	ZOOM	GARGOYLE	G.KNIGHT
HP 2300		HP 2000	HP 11000	HP 16000	HP 25000	HP 15000	HP 250	HP 300	HP 2200	HP 50
AT 330		AT 100	AT 235	AT 240	AT 280	AT 320	AT 80	AT 80	AT 84	AT 75
EX 6000		EX 6520	EX 6000	EX 7000	EX 8000	EX 8000	EX 1020	EX 800	EX 1200	EX 100
G 1500		G 1200	G 6000	G 7000	G 8000	G 8000	G 360	G 200	G 400	G 200
SPIDER		BLAZE	GOLEM	E.CHEST	D.FLEA	CRAB	FLOWER	G.SLIME	SLIMEX	BUZZER
HP 40		HP 400	HP 3000	HP 45	HP 200	HP 300	HP 700	HP 120	HP 2000	HP 100
AT 40		AT 100	AT 160	AT 65	AT 100	AT 180	AT 140	AT 120	AT 510	AT 100
EX 20		EX 860	EX 1290	EX 860	EX 280	EX 1020	EX 1800	EX 800	EX 9999	EX 130
G 40		G 360	G 540	G 360	G 90	G 360	G 600	G 300	G 9999	G 50
DOGFISHX		BLAZEX	AMEBLOBX	NAUTULIS	WIDOW	M.FLEA	CRAWLERX	MIMIC	WARHOGX	FIREHEAD
HP 300		HP 2400	HP 400	HP 200	HP 300	HP 100	HP 80	HP 300	HP 280	HP 240
AT 120		AT 120	AT 75	AT 128	AT 164	AT 120	AT 80	AT 140	AT 140	AT 140
EX 560		EX 840	EX 640	EX 700	EX 1400	EX 1680	EX 250	EX 800	EX 1360	EX 1400
G 180		G 200	G 240	G 300	G 450	G 400	G 150	G 3000	G 480	G 1000
PINCHERX		CREONX	PERIL	D.RIDER	GHOUL	CACTUS	CACTUSX	ICU	ENTITY	D.KNIGHT
HP 1700		HP 120	HP 2800	HP 44	HP 280	HP 54	HP 70	HP 2500	HP 700	HP 180
AT 155		AT 100	AT 100	AT 65	AT 130	AT 90	AT 60	AT 120	AT 120	AT 148
EX 1800		EX 600	EX 460	EX 50	EX 700	EX 130	EX 360	EX 1290	EX 1680	EX 780
G 600		G 400	G 200	G 30	G 300	G 50	G 270	G 540	G 800	G 300

SPILLS

NAME	AP	EFFECT
Cura1	3	This cure spell recovers as many as 50 Hit Points.
Fort	6	Increase the defense of a party member by 20 points.
Heal	5	This spell heals warriors from a variety of ailments.
Lk-Up	6	A warrior's luck in battle increase by 20 points.
ATK-Up	15	Recover 50 Hit Point in battle with this spell.
Cura2	6	Use this spell to recover 100 Hit Points.
Hold	8	Make an enemy freeze in its tracks with this spell.
Ag-Up	8	Increase the agility of a warrior by 20 points.
Zom1	5	This spell hits zombies with 120 points of damage.
Cura3	15	A warrior recover 250 Hit Points with this spell.
Warp	2	Use this spell to transport to another location.
Renew	10	This spell revives defeated warriors.
Idle	5	Decrease an enemy's agility by 20 points.
Shield	8	This spell decrease the damage to one warrior by 40%.
Cura4	20	Recover all of the Hit Points for one warrior.
Zom2	15	Cast this spell on a zombie for 180 points of damage.
FortX	14	This spell increases the party's defense by 20 points.
Hush	6	This spell blocks the spell of enemies for 1-4 turns.
Dispel	20	This spells stops magic use on both sides of a battle.
RenewX	30	This spell revives a warrior and recovers all Hit Points.
CuraX	30	All party members are recovered by 250 Hit Points.
Wall	15	Block the spells of an enemy with this defensive measure.
ZomX	35	Every zombie in a battle will receive 300 points of damage.
Exit	20	Transport from a dungeon with this spell.
Flare	3	This fire spell causes 20 points of damage.
Spark	4	Bring down a thunderbolt for 25 points of damage.
Cold	5	A blast of icy air will cause 30 points of damage.
3.5	3	This Richter Scale reading causes 30 points of damage.
Para	10	Stop time for a single enemy with this spell.
Bomb	5	Fire an energy ball at an enemy for 35 points of damage.
Sap	1	This spell drains 10% or 30 points of enemy Hit Points.
Rub	20	This spell completely destroys some weak enemies.
Flame	6	Cause 40 fiery points of damage upon an enemy.
Fry	10	This lightning spell causes 80 points of damage.
Frost	9	Icy air freezes an opponent for 60 points of damage.
5.5	8	A strong quake rocks enemies for 50 points of damage.
Boom	11	Energy balls drop on all enemies for 70 damage points each.
F.Ball	9	Bleu's fire spell causes 90 points of damage.
Storm	11	This spell rains down on all enemies with 95 damage points.
Chill	12	This strongest of the cold spells causes 100 damage points.
Flee	20	Run from some encounters with this spell.
9.5	15	This shocker causes 80 points of damage to every enemy.
Blast	18	An energy ball hits an enemy for 110 points of damage.
Gale	24	Lightning hits every enemy for 130 damage points.
Ice	30	Every enemy receives 150 damage points with this cold front.
Char	36	A dragon blasts every enemy with 180 points of damage.
Nova	42	An explosion blasts every enemy for 200 damage points.
IceX	48	The opponents are fast frozen for 250 damage points.
FireX	30	This barn burner causes 350 damage points for every enemy.
Drain	2	This spell drains 10% or 30 points of Magic from an enemy.
BoltX	30	The most powerful bolt spell causes 400 points of damage.
NovaX	54	This strong spell causes 300 damage points.
Comet	5	This spell hits every enemy for 400 damage points.

ITEMS

NAME	PRICE	EFFECT
Herb	10	Recover 50 Hit Points with this item.
Cure	2000	A warrior recovers all Hit Points.
Antdt	15	This item cures a warrior from poison.
Acorn	30	Recover 20 Magic Points.
M.Drop	10000	This item recovers all party Hit Points.
T.Drop	20	Heal a warrior from a zombie spell.
Charm	150	Take a curse off of a warrior.
Life2	1000	This item brings a warrior back from defeat.
Mrb11	1000	Use this item in a fight for a strong blow.
Mrb12	10000	This item causes a stronger blow than Mrb11.
Mrb13	10	Keep enemies away for a short time with this item.
Worm	50	One type of bait for fishing.
Worm2	100	A more reliable fishing bait.
Shrimp	200	This bait works well.
Urchin	300	This is an even better type of bait.
Shell	500	The best and most expensive fishing bait.
Apple	100	Recover 20 Hit Points with this item.
ProtnA	300	Use this to increase a warrior's attack power.
Antler	100	This will make a warrior recover from poison.
W Meat	800	All members of the party will recover 150 Hit Points.
Life	500	A warrior is brought back from defeat with 1 Hit Point.
Meat	100	All members of the party will recover 70 Hit Points.
B.Stn	20	This sends a thunderbolt down on an enemy.
F.Stn	20	Burn an enemy in a battle with this item.
C.Stn	40	Icy air will hit an enemy when you use this item.
Smoke	100	This item will allow you to run from most encounters.
DkKiss	200	The Dark Kiss can completely annihilate some enemies.
Cure2	3250	All members of the party will recover 250 Hit Points.
ProtnB	300	This vitamin enriched item increase attack power.
Sash	10	Increase the attack power of a warrior by 10 points.
W.Ptn	10	Increase the wisdom of a warrior by 1 point.
S.Ptn	10	Increase strength by 1 point.
HrGlas	—	Change day into night or night into day.
Slab	—	A message is written on this item.
E.Key	—	One of the Goddess Keys.
Clog	—	Increases power by 10 points.
A.Ptn	20	Increases a warrior's agility by 1 point.
L.Ptn	10	This item increases a warrior's luck by 1 point.
V.Ptn	10	Increases a warrior's vigor by 1 point.
DrWarp	—	The Dragon's Warp.
Remedy	—	Use this item as a cure.
WtrJr	—	This Jar holds an incredible amount of Cleansing Water.
Saw	—	Forged from Iron Ore, this item can cut into a forest.
Tablet	—	Use the Tablet to enter the floating island of Agua.
Ring	—	This valuable piece of jewelry has special powers.
*WtrJr'	—	This Jar holds a special type of water.
KnqKey	—	This key re-activates the Stone Robot.
Pouch	1000	This Pouch cannot be stolen.
GnPwdr	—	Use this Gun Powder to blow up big rocks in Auria.
LtKey	—	One of the Goddess Keys.
DkKey	—	One of the Goddess Keys.

NAME	PRICE	EFFECT
Mirror	—	This item is connected to the world of Spirits.
Book	—	Karn will learn transformation from this tome.
Srdine	50	A warrior recovers 50 Hit Points.
Mackrl	100	Eat this to recover from poison.
Sole	250	Recover 100 Hit Points with this delicacy.
Trout	500	Recover 150 Hit Points and take away poisons.
C.Fsh	750	This item recovers 200 Hit Points and afflictions.
Snapr	1000	Recover 400 Hit Points and afflictions.
Tuna	2000	Recover from afflictions to full Hit Point potential.
Puffer	5000	This fish is poisonous. Do not eat it.
Rod1	1000	Use this item bait to catch fish.
Rod2	2000	This stronger Rod catches bigger fish.
Rod3	5000	The second best Rod for lake and ocean fishing.
Rod4	10000	The best Rod for lake and ocean fishing.
Rod5	—	With this Rod, you can fish in a well.
I.Ore	—	Bring this to blacksmith to make a Saw.
Key	—	This item allow you into a cave to get a Ring.
Vitamn	500	Use this special elixir as an antidote.
Statue	—	This silver Statue can be used to wake Bleu.
OldEgg	—	Drop this into a volcano to bring forth monsters.
Goods	—	The Goods from Gant can be exchanged for Gills.
Egg	—	This egg attracts GrimFowls.
Sphere	—	This changes Gobi into a Fish (underwater only.)
Gills	—	This allows you to go underwater.
G.Bar	50000	You can purchase Gold Bars in Auria.
Icicle	—	Use this item to cool the hot air in the desert.
Fife	—	This instrument will give you access to Krypt.
Pass	—	You'll need this in order to enter Scande.
B.Part	—	The Broken Part must be repaired.
Parts	—	These items are needed to enter the tower in Scande.
D.Hrt	—	This mysterious item has unknown powers.
Map	—	Pick up the Map in Romero to see the world around you.
List	—	This is a list of weapons.
Wtzit	—	This strange item has an unknown use.
Note1	—	This is a note from the old man who collects weapons.
Note2	—	This is a note from the old woman who collects weapons.
I.Claw	—	You'll need this to make a hole and enter the Guild.
TmKey	—	One of the Goddess Keys.
B.Rang	—	You'll find this Broken Boomerang in the Krypt.
SkyKey	—	One of the Goddess Keys.
Cowl	—	This allows you to understand the people of Tunlan.
Bolster	—	Use this to enter Mogu's dream.
Maestro	—	This instrument allows you to communicate in Tunlan.
G.Fly	—	Toads love this huge Golden Fly.
Oil	—	This is the Oil of a Toad.
M.Cura	—	This is a strange medicine from rats.
Melon	100	Recover full Hit Points with this item.
Fruit	—	This is a delicious fruit with a sweet smell.
P.Fish	10	This fish is poisonous. Don't eat it.
Root	—	Dig around the roots of a tree in Gramor for this medicine.
C.Nut	10	Recover 20 Hit Points with this item.
W.Ant	3000	Recover 20 Magic Points.
Ptnx9	—	A doctor in Carmen prescribes this as a cure for amnesia.